

WHAT IS CLAIMED IS:

1. A method for evaluating the dynamic perspective distortion of a transparent body, which comprises:
  - a step of producing a model of three-dimensionally curved shape of a transparent body having a predetermined refractive index;
  - a step of determining an eye point at a side of the model of three-dimensionally curved shape and a virtual evaluation pattern having a plurality of evaluation points at the other side of the model of three-dimensionally curved shape;
  - a step of observing, from the eye point, the virtual evaluation pattern through the transparent body, extracting perspective evaluation points as images of the evaluation points, obtained by observing through the transparent body, in a two-dimensional picture image obtained by the observation, and obtaining distance values of adjacent perspective evaluation points;
  - a step of determining an optional value to be a reference value, among these distance values, and
  - a step of evaluating the dynamic perspective distortion of the transparent body by obtaining ratios of the distance values to the reference value.
2. The method for evaluating the dynamic perspective distortion of a transparent body according to Claim 1, wherein the dynamic perspective distortion of the transparent body is evaluated based on the rate of change

of the ratios of the distance values to the reference value.

3. The method for evaluating the dynamic perspective distortion of a transparent body according to Claim 1,  
5 wherein the minimum value among the distance values is selected as the reference value, and the dynamic perspective distortion of the transparent body is evaluated based on the maximum value among the ratios of the distance values with respect to the minimum value.

10 4. The method for evaluating the dynamic perspective distortion of a transparent body according to Claim 1,  
wherein the virtual evaluation pattern is an orthogonal grid pattern.

15 5. The method for evaluating the dynamic perspective distortion of a transparent body according to Claim 1,  
wherein the transparent body is at least one selected from a glass sheet and a resinous plate.

6. The method for evaluating the dynamic perspective distortion of a transparent body according to Claim 1,  
20 wherein the image seen through the model of three-dimensionally curved shape of the transparent body is animation-displayed.

25 7. A method for supporting the designing of the three-dimensionally curved shape of a transparent body, which comprises:

a step of producing a model of three-dimensionally curved shape of a transparent body having a predetermined

refractive index;

a step of determining an eye point at a side of the model of three-dimensionally curved shape and a virtual evaluation pattern having a plurality of evaluation points at the other side of the model of three-dimensionally curved shape;

5 a step of observing, from the eye point, the virtual evaluation pattern through the transparent body, extracting perspective evaluation points as images of the 10 evaluation points, obtained by observing through the transparent body, in a two-dimensional picture image obtained by the observation, and obtaining distance values of adjacent perspective evaluation points;

15 a step of determining an optional value to be a reference value, among these distance values;

a step of evaluating the dynamic perspective distortion of the transparent body by obtaining ratios of the distance values to the reference value, and

20 a step of correcting the three-dimensionally curved shape of the transparent body according to the evaluation.

8. The method for supporting the designing of the three-dimensionally curved shape of a transparent body according to Claim 7, wherein the dynamic perspective distortion of the transparent body is evaluated based on 25 the rate of change of the ratios of the distance values to the reference value.

9. The method for supporting the designing of the

three-dimensionally curved shape of a transparent body according to Claim 7, wherein the minimum value among the distance values is selected as the reference value, and the dynamic perspective distortion of the transparent  
5 body is evaluated based on the maximum value among the ratios of the distance values with respect to the minimum value.

10. The method for supporting the designing of the three-dimensionally curved shape of a transparent body  
10 according to Claim 7, wherein the virtual evaluation pattern is an orthogonal grid pattern.

11. The method for supporting the designing of the three-dimensionally curved shape of a transparent body according to Claim 7, wherein the transparent body is at  
15 least one selected from a glass sheet and a resinous plate.

12. The method for supporting the designing of the three-dimensionally curved shape of a transparent body according to Claim 7, wherein the image seen through the  
20 model of three-dimensionally curved shape of the transparent body is animation-displayed.